
Subject: Re: Any interest in an IDL to Python interface?

Posted by [R.Bauer](#) on Thu, 28 Feb 2008 17:13:31 GMT

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Hash: SHA1

Jason Ferrara schrieb:

- > We're thinking of coming out with product that acts as a bridge
- > between IDL and Python, and are trying to get an idea of how much of a
- > demand there is for this sort of thing.

Hi

it could be nice if something like that is added for all supported OS versions not only for windows.

python has lots of interesting libraries and is used as scripting language in many programs (OpenOffice.org, Blender, Maya, PyMOL, Gimp, etc.)

The problem will be the price or do you have considered to share it free of charge?

And another question has to be discussed too. What of idl will be left over if such a powerful programming language will be added to idl. For example this will give us the possibility to use QT4 for widgets. Or we never again do get "the sky is falling down miracle" because of the decimal data type. Or we can use python's standalone webserver or lots of math libraries free of charge.

One has to ask himself if an idl program is mostly based on python modules why he has to use idl and does not do the whole job in python then? There are not much differences between both languages.

How would the development of idl been continued if we as user could always use other libs?

cheers
Reimar

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Subject: Re: Any interest in an IDL to Python interface?
Posted by [Jason Ferrara](#) on Fri, 29 Feb 2008 00:42:09 GMT
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On Feb 28, 12:13 pm, Reimar Bauer <R.Ba...@fz-juelich.de> wrote:

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Its our plan to support Windows, Linux, and Mac.

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It would be a commercial product. The pricing hasn't been determined yet.

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I don't see this as being an issue.

Each language has its own strengths and weaknesses. Its not a one size

fits all thing. Interoperability between languages means you can mix and match as best solves your problem, rather than having to pick one and then struggle with it for the things its not good with.

And more libraries accessible from IDL makes IDL more useful, not less.

Subject: Re: Any interest in an IDL to Python interface?
Posted by [rkombiyil](#) on Sat, 01 Mar 2008 02:49:02 GMT
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On Feb 29, 9:42 am, Jason Ferrara <jason.ferr...@jacquette.com> wrote:
> On Feb 28, 12:13 pm, Reimar Bauer <R.Ba...@fz-juelich.de> wrote:
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First of all this is an excellent idea.. But just curious.. what is
the memory overhead in computationally intensive apps? Any bench
marks? I personally am a big python advocate and learning more
everyday! Thanks for any additional info that you can provide.
Best wishes,
/rk

Subject: Re: Any interest in an IDL to Python interface?

Posted by [mayer](#) on Sun, 02 Mar 2008 18:57:27 GMT

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On Mar 1, 3:49 am, metachronist <rkombi...@gmail.com> wrote:

> On Feb 29, 9:42 am, Jason Ferrara <jason.ferr...@jacquette.com> wrote:

>

>

>

>> On Feb 28, 12:13 pm, Reimar Bauer <R.Ba...@fz-juelich.de> wrote:

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> marks? I personally am a big python advocate and learning more
> everyday! Thanks for any additional info that you can provide.
> Best wishes,
> /rk

Just adding:

Me too, plz. I love Python and would at least like to have some interoperability.

I'm also eagerly waiting for a Python-SPICE interface, then SPICE results could be fed directly into IDL's powerful plotting routines. Or IDL's results could be fed via Python into this Python-supported 3D rendering program Blender.

Go ahead with it!

Best regards,

Michael